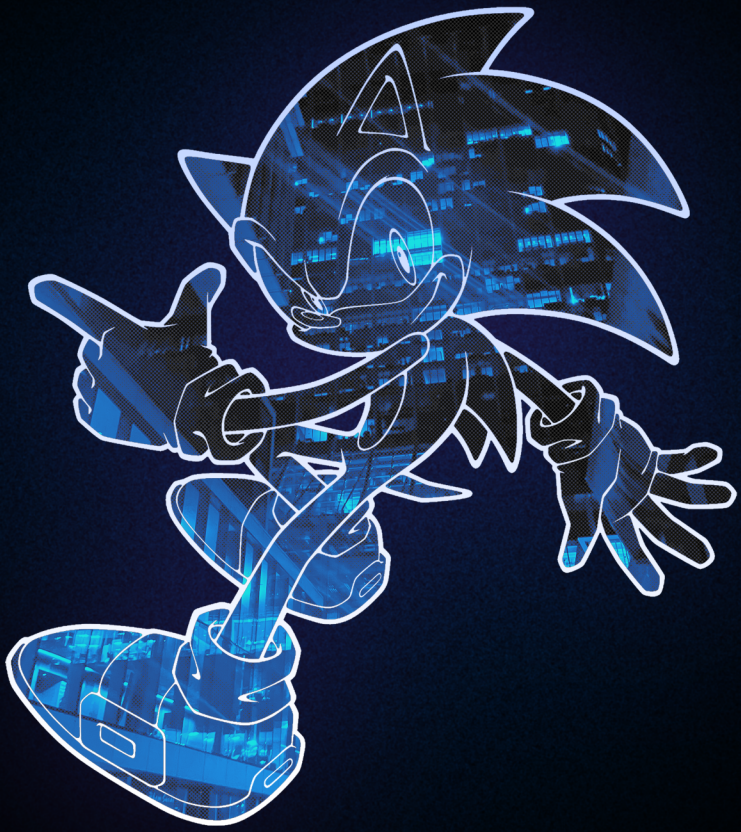
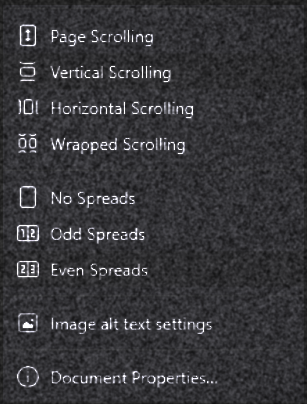
SONIC™
PERFECT SYSTEM COLLECTION
BLACK LABEL

ソニック パーフェクト システム コレクション・ブラックレーベル



AstroMuseum

Unaffiliated with SEGA



It is highly recommended that you select 'Even Spreads' or 'Display Cover Separately' from your PDF viewer to read this like a book!

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Ver 13/06/26

INTRO

SONIC™ PERFECT SYSTEM COLLECTION BLACK LABEL

So the Perfect System guide gets yet another revision, for 2025. A bit's changed!

I had a lot of feedback on what this guide considers 'Essential', and whether some of it truly was. I think it all comes down to understanding what Perfect System is - it's my own way of creating the ideal Sonic experience. A literal 'essential' list would simply be PCGamingWiki - Perfect System is tailored further, beyond that. This is why the 'Essentials' are not perhaps what some would see as being entirely necessary - they generally are to me.

To that end, the other biggest change in this revision is the categorisation of re-translated mods. They previously fell into the Essential category - which I got a lot of blowback for. I do maintain that Sonic fans should experience the games with the original dubs at least once; particularly for the Adventure era titles, a lot of nuance is lost in localisation.

That being said, there is merit to the English localisations too... I respect Windii greatly for their work translating the Japanese scripts, but the honest truth is that often times the scripts can come off as too literal, and even out-of-character; I simply can't picture Knuckles describing a 'Death Egg Robot saturation attack', because nobody talks like that. Many of the mod versions also rely on outdated versions of Windii's work, making this issue worse. Stuff like this led to me demoting these mods to 'Optional' - but again, I do think they're worth using for the story details missed in the official English localisations.

I've also removed the sections for the Retro Engine decompilations and Sonic 3 A.I.R. This might come as a shock, but for one: I almost exclusively use Origins Ultrafix nowadays, and so the decomps aren't really part of my 'Perfect System' loadout anymore. Two: the Sonic 3 A.I.R. modding community keeps imploding every year, and figuring out where all the mods have moved to is a chore. Just play Ultrafix, honestly.

The other biggest change is simply the addition of Shadow Generations, as well as a more comprehensive section on Sonic Unleashed. I've probably timed this update poorly, with a Sonic 06 recomp likely around the corner (and Crossworlds due to launch shortly too...). Either way, enjoy the guide!

ESSENTIALS

Mods that I think are vital for getting the 'Perfect System' experience. Make sure to check the mod pages in case there's any pre-requisites to get specific mods running!

OPTIONAL

Mods that aren't essential to 'Perfect System', but are nice to have (or just cool in their own right). Aren't necessarily compatible with 'Essential' mods.

CODES

Codes that are included in a game's Mod Loader. Tends to be pretty common for newer Sonic games, but Sonic Adventure 1 and 2 also support them.

For a guide on how to order mods within a game's Mod Loader, click this icon right here! If a game isn't listed, the order either isn't relevant or is fairly obvious. If you see any mods listed in the images that aren't mentioned in this guide, don't worry about them -they probably aren't necessary!

THE CLASSIC ERA

SONIC ORIGINS

SONIC 1 (MASTER SYSTEM)

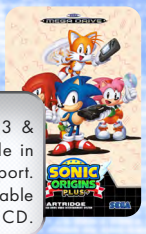
SONIC THE FIGHTERS CE

SONIC MANIA

SONIC R

SONIC ORIGINS

PC - 2022



ABOUT

A collection featuring Sonic 1, 2, 3 & Knuckles, and Sonic CD - all remade in the Retro Engine, with widescreen support. Also has DLC that adds Amy as a playable character, and Knuckles to Sonic CD.

CONFIGURATION

Steam version is recommended for mod support. Use the HedgeMod Manager to install mods. Game includes Denuvo DRM.

ESSENTIALS

SONIC ORIGINS ULTRAFIX

TEAM ULTRAFIX

900+ changes to every game in the collection, such as fixing bugs and inconsistencies - even fixing issues from the original 2013 releases. Makes these versions truly definitive.

S3&K HQ OST

CUBIC JUDY

Replaces the relatively low-quality music with superior versions. Origins Ultrafix includes higher quality audio for all games - I'd still grab the 3&K pack from this set, for the original Sonic 3 soundtrack. See notes for more information.

FIX CD FMV TIMING + SFX

THE A_GAMER5554

Restores the sound effects to Sonic CD's ending, and adjusts the timing of the FMV footage to match up.

ORIGINS BLUR FIX

DARIO & SKYTH

Replaces the game's anti-aliasing option with Sonic Mania's filters, including CRT options and linear interpolation (to reduce pixel shimmering).

MD/SATURN BUTTON UI

NIGHTSKYE

Replaces the HUD with graphics based on the Mega Drive and SEGA Saturn's 6-button controllers. Ideal for use with RetroBit or 8BitDo's SEGA pads.

ALTERNATIVE MENU TEXT

TRACKER_TD

Replaces certain Menu Text to be clearer, such as making it more obvious that rankings are where Time Attack mode is for each game.

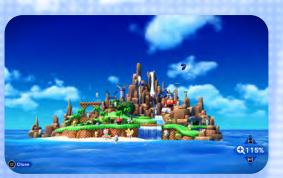
CD STYLE SONIC

RETROFOREVER

A fresh set of sprites for Sonic in Sonic CD specifically. Compatible with Ultrafix!

DID YOU KNOW?

The Origins version of Sonic 3 & Knuckles includes a slew of new Sound Test codes, based on the birthdays of various Headcannon team members. These include replacing every enemy with Penguinators, and replacing every item with the Competition Mode Banana Peel!



NOTES

The newest version of Origins Ultrafix includes its own replacements for certain tracks, particularly pertaining to Sonic 3. While I'd always recommend new players use the original soundtrack for the first run (hence HQ OST Collection being listed in Essentials), for returning players I'd say you should give the Ultrafix OST a fair shot.

SONIC 1 (MASTER SYSTEM)

Master System - 1991

CONFIGURATION

Grab a Sonic 1 SMS ROM and a Mega Drive/Master System emulator or flashcart of your choice.

For FM audio support, you'll either need to enable the relevant setting in your emulator, or have a device capable of FM playback on hardware. Thankfully the Mega Everdrive X7and Pro models have this functionality built in.

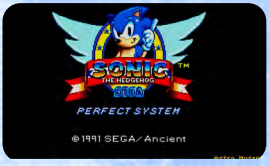
ABOUT

An 8-bit version of Sonic 1, developed by Ancient (Gotta Protectors, Streets of Rage). It's quite different to the Mega Drive game!

SONIC 1 PERFECT SYSTEM

TRACKER_TD, VALLEYBELL

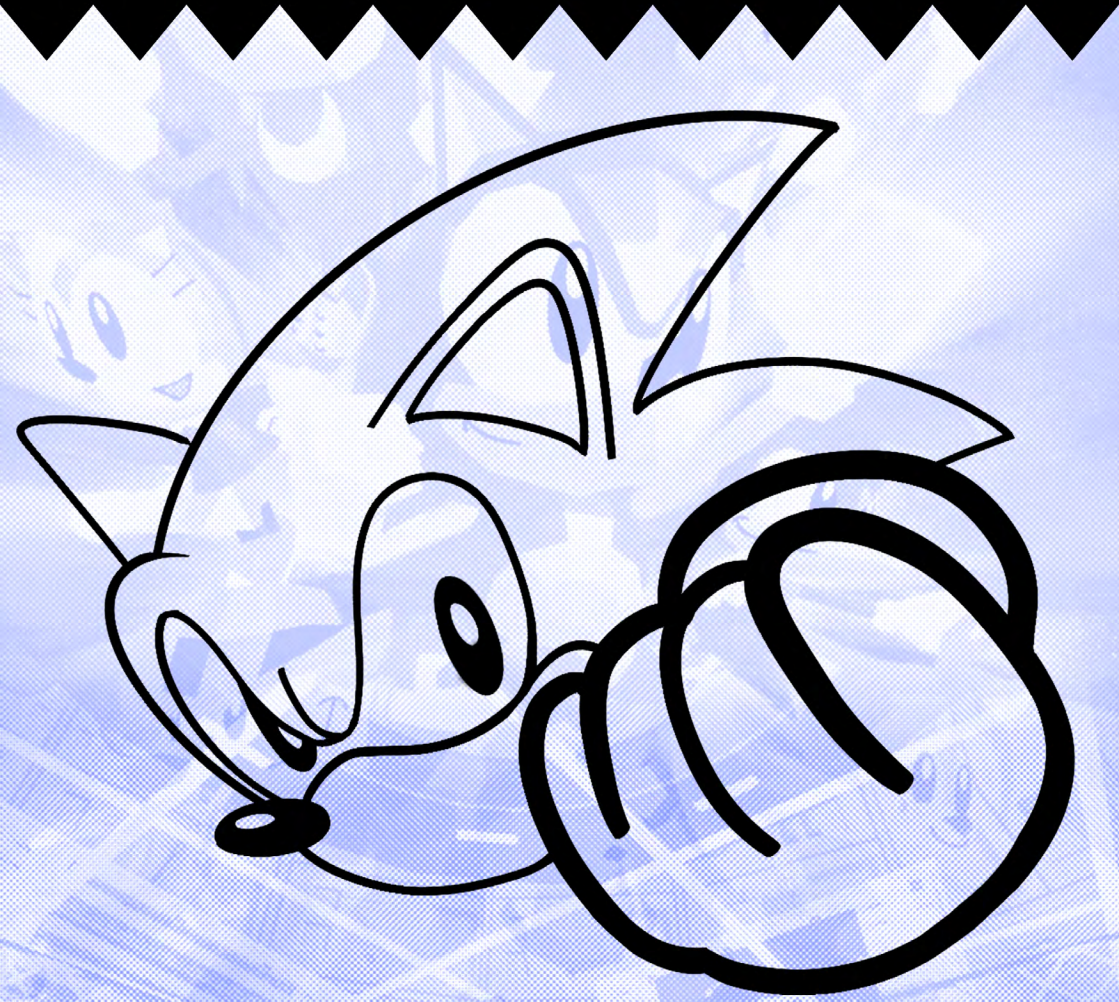
Makes several tweaks to make Sonic 1 8-Bit a better experience. This includes removing Bridge Zone Act 2's autoscrolling, removing Jungle Zone Act 2's 'Kid Icarus Syndrome', reducing the intensity of Sky Base Zone's lightning flashes, and more. It also includes ValleyBell's FM soundtrack!



DID YOU KNOW?

The Game Gear version of 8-Bit Sonic 1 was ported by Arc System Works, the creators of the Guilty Gear series! They also developed the original Sonic Drift.

SONIC BOOM IS TRULY NEVER ENDING.



Sonic the Fighters is back, and better than ever!
Enjoy new balancing changes, online multiplayer, training mode, regular tournaments, and even a new character to play as!
Rediscover Sonic's fighting debut, now on RPCS3.

Available from the Sonic the Fighters Discord!

SONIC
THE FIGHTERS
- COMMUNITY EDITION -

SEGA

SEGA-AM2 CO.,LTD.

SONIC MANIA

PC - 2017

CONFIGURATION

Sonic Mania is available on Steam. However, a decompiled version is also available, and allows the use of some mods I consider essential.

Using Plus DLC content with the decompiled version requires building it yourself, as with using Origins content in the other RSDK decomps.

The decomp has a built-in modloader, but you can also use the RSDK Mod Manager for an easier time configuring your mods.

ABOUT

A mysterious gemstone, the Phantom Ruby, is found on Angel Island. Sonic and friends investigate, and embark on a new adventure across zones old and new, to stop Eggman's latest scheme for world domination.

ESSENTIALS

TD BUGFIXES

TRACKER_TD

A few fixes for Mania issues that never got fixed, such as an unavoidable obstacle in Titanic Monarch Zone, and other minor adjustments.

BETTER GLIDE

TTTTTSD

Improves Knuckles' glide to be more consistent with Sonic 3 (and Origins Ultrafix). This includes restoring his glide bounce, and being able to spindash out of landing from a glide.

SPIN DASH LEDGE DROP

TRACKER_TD

Lets you maintain a spindash charge when falling from collapsing ledges, like in the original games.

FLIGHT RECURL

TTTTTSD

Allows Tails to curl into a ball mid-flight, like the AI-controlled Tails can.

MAX CONTROL

MEGAMI

Gives Sonic his complete moveset without the use of a cheat code.

DID YOU KNOW?

The timer in Sonic Mania's Special Stages is inspired by the Speedometer in Daytona USA 2: Battle on the Edge!

MISC GFX TWEAKS/FIXES

RETROFOREVER, LOUPLAYER

An array of fixes for various graphical errors and glitches found in the base game.

ACT 2 CLEAR JINGLE

MEGAMI

Implements the unused Act Clear jingle by Tee Lopes as an Act 2 Clear theme.

MIGHTY REDONE

CRAPPYBLUE

Reworks Mighty's sprites to look a bit nicer and homage SEGASonic more.

SUPER SONIC + SPRITES

HYPERNOVA_BOLT

Adds additional animations for Super Sonic where he previously used recolours.

OPTIONAL

SONIC MANIA TDX

TRACKER_TD

An expanded version of TD Bugfixes. Adds Mirage Saloon Act 1 Encore to Mania Mode, as well as a short Angel Island bonus act. Has poor mod compatibility.

SONIC MANIA & HATSUNE MIKU

TRACKER_TD

You knew this would be here. Play as Hatsune Miku and - what the hell do you mean she's actually in an official Sonic game now

BASICALLY ANY ENCORE MODE MOD

There's a bunch of different Encore Mode colour mods - just pick your favourite! I personally use a mix of a bunch, with Encore+ as the base.

ENHANCED HYDROCITY

CSEAN

Gives Hydrocity a fresh coat of paint, since it didn't see as dramatic an overhaul as some other Mania stages.

MIGHTY'S WALL JUMP

TTTTTSD

Gives Mighty his wall jump from Knuckles Chaotix.

SONIC R

Saturn - 1997 / PC - 1998

CONFIGURATION

Sonic R is available on PC - however, the most common PC version was designed for PCs in 1998. As such, you'll want to grab the Sonic R Updater, which will ensure you can run the game on modern PCs, and with various improvements such as higher resolution graphics and ADX Music - and it includes the Sonic R Mod Manager, too!

ABOUT

Sonic and co enter the World Grand Prix, because Eggman's entering. Unsurprisingly, he's up to no good - the Chaos Emeralds have been detected near the racetracks, and Eggman has a new line of metal doppelgangers ready to strike!

ESSENTIALS

SONIC R IMPROVEMENT MOD

SHOWIN

Adjusts Sonic R in various ways. Character balance adjustments, a new final boss race against Dr. Eggman, and even a new practice stage to mess around in.

TEXTURE FIXES

Sonic R has a lot of texture issues! There's fixes for Super Sonic, Egg Robo, Sonic and Robotnik, Knuckles, and Tails!

SATURN STYLE COLOURING

INVISIBLEUP

Restores the colourful lighting from the SEGA Saturn version to the PC version, making it look dramatically better.

WIDESCREEN ASSETS

ELLASENT AND CHEATFREAK

Prevents certain assets from being stretched on a 16:9 display. Also clears up some stray pixels in various menu graphics.

AMY's 86

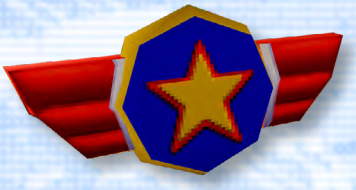
AGER III

Replaces Amy's car with the only vehicle fit for delivering Tofu.

SONIC R MANIA

RLAN

A comprehensive rexture of Sonic R, making it themed around Sonic Mania! Radical City into Studiopolis is a highlight.



SATURN RACE ICONS

SONICFAN2005

Restores the SEGA Saturn character icon graphics, if you want to be even more Saturn accurate.

NOTES

Sonic R on PC seems to have a bit of an issue with closing - namely, just clicking X on the window won't actually end the process. You'll either need to end the game the proper way through the Options Menu, or kill the process using Alt-F4.

SEGA MARK V

NOAH N. COPELAND PRESENTS

SONIC™ TRIPLE TROUBLE

Now Available on GameJolt!

Sonic & Tails are back, in a new adventure!

After the events of Sonic 3 & Knuckles, the duo look forward to a relaxing vacation... but Eggman's already got a new scheme in action! To make matters worse, Knuckles is causing problems again, and there's a new foe in town - Fang the Sniper!

It's not just trouble - it's Triple Trouble!

IT'S RACING AT THE NEXT LEVEL!

DR.ROBOTNIK'S RING RACERS

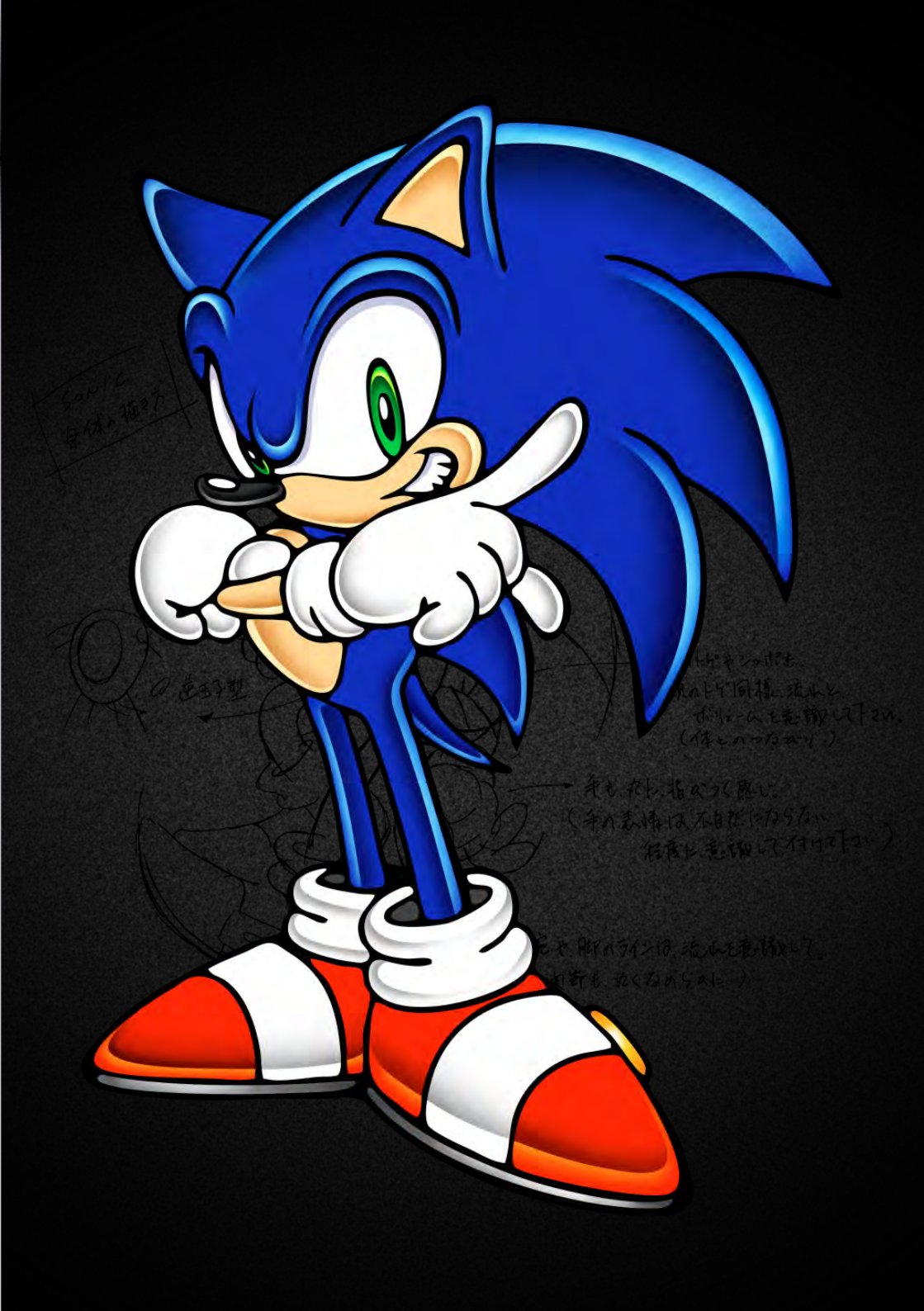
Dr Robotnik has turned over a new leaf; and he's teamed up with Tails to create the High Voltage Ring, an incredible energy source!

But it needs testing - so they've created the Ring Racers, an all-new kind of go-kart!

- Take to over 200 tracks in a huge variety of modes!
- Unlock characters from SEGA history - and beyond!
- Jump online and show everyone who's the best!
- Show your creative side - support for custom characters, custom tracks, and even custom modes!
- Collect the Chaos Emeralds in exciting Special Stages!

THE ADVENTURE ERA

- SONIC ADVENTURE
- SONIC ADVENTURE 2
- SONIC HEROES
- SONIC ADVANCE 2
- SONIC RIDERS
- SHADOW THE HEDGEHOG
- SONIC THE HEDGEHOG (2006)
- SONIC RIDERS: ZERO GRAVITY

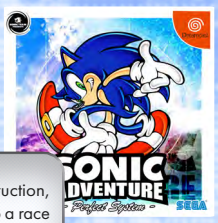


SONIC ADVENTURE

Dreamcast - 1998 / PC - 2004

CONFIGURATION

The Sonic Adventure Mod Installer will convert your Steam install of Sonic Adventure DX to the more moddable 2004 PC release. It'll also install several essential mods. It also installs the Sonic Adventure Mod Manager, which supports both Sonic Adventure and Sonic Adventure 2 within one mod loader.



ABOUT

Dr. Eggman awakens the God of Destruction, Chaos. Sonic and friends are thrown into a race against time to collect the Chaos Emeralds before Chaos can absorb them, and prevent a potentially world-ending catastrophe.

ESSENTIALS

LANTERN ENGINE

SONICFREAK94

Restores the Dreamcast's palette-based lighting engine to Adventure DX.

DREAMCAST CONVERSION

PkR

An extensive overhaul to basically restore levels, objects, effects, textures and more back into their Dreamcast versions.

DREAMCAST CHARACTERS

IT'SEASYACTUALLY

Replaces SADX's 'upgraded' character models with the Dreamcast versions.

DID YOU KNOW?

There's an unused character in Taito's Puzzle Bobble 2X - a pink rabbit with a big grin, who bears more than a small similarity to a certain blue hedgehog. The fact the character's internally called 'SNC' makes it even more obvious.

HD GUI 2

PkR, Dark Sonic, Sonikko, Speepshighway

Replaces various GUI/HUD textures with custom-made high resolution versions.

Sound Overhaul

PkR, ReverieePass

Fixes various sound bugs, restores missing sounds, and improves quality/volume.

Dreamcast DLC

PkR

Enables the Dreamcast-exclusive DLC events in Sonic Adventure DX.

Super Sonic

Kell

Unlock Super Sonic for use in normal play after beating the Last Story, as was originally planned for the game.

Onion Skin Blur

SonicFreak94

Restores the motion blur effect to Sonic's run animation, only found in the original 1998 Japanese release of Sonic Adventure.

NOTES

These mods are installed by the Sonic Adventure Mod Installer. The installer isn't actually maintained anymore, but it's a good way to quickly grab the essentials, and the Mod Manager will update the mods it includes to their latest versions after installation. At some point, the Installer may be effectively integrated into the Mod Manager. If you see a mod that the mod installer includes not listed here, just assume you should enable it anyway. That said, be advised that SADX Fixed Edition's changes are mostly covered by Dreamcast Conversion, so it isn't necessary anymore.
See the next page onwards for even more Essential Mods, beyond those installed by the Mod Installer!

SONIC ADVENTURE

CONTINUED FROM PREVIOUS PAGE

ESSENTIALS CONTINUED

EGGMAN NPCS

TRACKER_TD

For use with Retranslated. Changes NPC mentions of Robotnik to Eggman.

SMOOTH WALL COLLISIONS

HOPPYBOPPYBUNNY

Reduces friction when grinding against walls at speed.

BETTER TAILS AI

SORA

Makes Tails less stupid when he's following Sonic. Even includes Fast Travel!

FIXES, ADDS, BETA RESTORES

SUPERCOOLSONIC

Restores various cut content, while also fixing bugs such as the missing Jackle card in Casinopolis. Highly configurable!

PALETTE FIXES

YOUKNOWTHEDEV

Makes character lighting appear consistent with time of day.

TRACKER'S TEXTURES '24

TRACKER_TD, KAWAIIKAORICHAN

Various customised textures by yours truly - including 2D art for 1Up Icons, and more era appropriate artwork for Metal Sonic.

DID YOU KNOW?

One NPC in Station Square's Adventure Field asks Sonic about Angel Island. However, in the original Japanese script, as well as in the early localisation present in an E3 demo, he actually mentions Little Planet from Sonic CD too!

TIME OF DAY

PkR

Allows taking the train to change the time of day after finishing a Story. Included with the mod installer.

FLASHBACK WIDESCREEN FIX

KESNOS

Makes the flashbacks in Amy and Gamma's stories display properly in 16:9.

GAMMA'S NO-SQUEAK WHEELS

BTBRIDOI

Removes the awful high-pitched whine from Gamma's wheel mode.

RED MOUNTAIN FIX

KEAT

Lets Sonic jump off Red Mountain's cliff as intended, in the cutscene after it.

HI-POLY EVENT EGG CARRIER

KAWAIIKAORICHAN

Replaces the Egg Carrier's model in cutscenes with a less shoddy version.

PERFECT CHAOS MUSIC SWAP

CHEATFREAK

Plays Open Your Heart in the second phase of Perfect Chaos. Much better.

CHAOS 4 EASY KILL

KGL

Reduces Chaos 4's health, to make the fight drag on less.

TWINKLE PARK BOWLING CAM

WINDSURF7

Fixes the camera for Twinkle Park's bowling sections in the DC Conversion.

SONIC ADVENTURE

CONTINUED FROM PREVIOUS PAGE

OPTIONAL

WINDII'S RETRANSLATION (2025)

SAKURASONIKKU, WINDII

Replaces the English subtitle track with Windii's retranslation of the original Japanese script. For use with the Japanese dub.

SKY CHASE SKIP

JORDAN

Don't fancy sitting through "Panzer Dragoon, but mid"? This mod lets you hold a button and skip it all.

NO SPLORCHING

TRACKER_TD

Sonic Adventure's explosion sound effect is... a choice. This mod replaces it with a more conventional version.

AMY'S EYELINER

KAWAIIKADRICHAN

Gives Amy eyeliner, akin to her Sonic Adventure artwork.

NO QUESTION MARK

KELL

Replaces the Question Mark on the Character Select screen with Super Sonic and Metal Sonic's actual models.

WINDY VALLEY/TWINKLE PARK EX

SOLOSLACKER

Expands Sonic's Windy Valley to include Gamma's opening section, and Amy's Twinkle Park to include more of Sonic's Act 2 section.

SONIC ADVENTURE MEME MAKER

SPEEPSHIGHWAY

Fancy yourself the next Jehtt? Want to make a funny image to put on Twitter? Just want to mess with Sonic's animations? Go have some fun!

EGG CARRIER OCEAN MUSIC

PKR

Plays the track 'The Ocean' once the Egg Carrier has crashed into... well, the ocean.

METAL SONIC HOVERS AT FULL SPEED

MAINMEMORY

Prevents Metal Sonic from using Sonic's regular running animation at full speed.

CAN ALWAYS SKIP CREDITS

MAINMEMORY

Self-Explanatory. We've all watched them a hundred times!

USE TORNADO 2 HEALTH BAR

MAINMEMORY

Enables a unique healthbar for Sky Chase Act 2.

NOTES

While this list may look daunting, remember that the first page is installed with the Sonic Adventure Mod Installer - so it's not actually too bad!

The 'Codes' section refers to codes available in the second tab of the SA Mod Manager, and it's something you'll see in a lot of games going forward.

DID YOU KNOW?

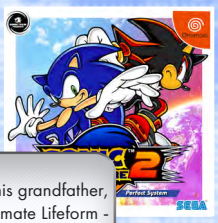
When Metal Sonic was added to Sonic Adventure DX, he didn't have any existing 'Modern' artwork. In at least one Japanese SADX guide, they just use his Sonic CD artwork! This is also the case in Sonic Pinball Party, where his dialogue portrait is simply his Sonic CD artwork, reshaded into the Adventure-era style. This is the basis for his life icon in Tracker Textures.

SONIC ADVENTURE 2

Dreamcast - 2001 / PC - 2012

CONFIGURATION

The latest version of the Sonic Adventure Mod Manager supports both Sonic Adventure and Sonic Adventure 2 from just one installation of the Mod Loader - which is very helpful! Just click the drop-down menu at the bottom right of the Mod Loader to change which game you're selecting mods for.



ABOUT

Dr. Eggman discovers the research of his grandfather, Gerald Robotnik, and awakens the Ultimate Lifeform - Project Shadow. Sonic is framed, and hunted down by the military - but unbeknownst to everyone but Shadow, a greater conspiracy is at play...

ESSENTIALS

SA2 RENDER FIX

SHADDATIC, EXANT, SPEEPS, JUSTIN113D

Fixes a huge array of graphical issues introduced by Adventure 2's PC port. Most recent builds also port Dreamcast cutscenes, making Cutscene Revamp largely obselete. Even includes a Dreamcast models toggle!

CUTSCENE REVAMP EXTENSIONS

HEDGEWEDGE, MARS23

Restores options previously found in the Cutscene Revamp mod (such as giving Sonic his original shoes, or Amy eyeliner), now compatible with Render Fix.

SA2 INPUT CONTROLS

SHADDATIC

Fixes the game's broken analog sensitivity, and provides deadzone options.

SA2 VOLUME CONTROLS

SHADDATIC

Provides full control over Adventure 2's infamously awful sound-mixing.

HD GUI 2

SPEEPS, WINDII

Replaces various GUI/HUD textures with custom-made high resolution versions.

SMOOTH WALL COLLISIONS

HOPPYBOPPYBUNNY

As with the Sonic Adventure mod, prevents speed loss and twitchiness when hitting walls.

MENU OVERHAUL

SPEEPS

Removes clutter from the menu, and basically allows you to restore the menu back to the Dreamcast/Gamecube version. Configurable!

ENHANCED CITY ESCAPE

SHADDATIC

Restores poster textures, SET layouts, fog effects, and even the giant 'WELCOME' sign seen in the Dreamcast version of City Escape.

ODDITY PATCH

EN PASSANT, CHEATFREAK

Fixes various oversights, such as missing Golden Beetles and Hint typos.

TRACKER TEXTURES

TRACKER_TD

Even more textures edited to my preference. Mostly centered on item icons - these textures try to be closer to the DC textures than HD GUI's.

ERROR MESSAGE FIXES

SORA

Removes the bizarre 'controls changed' and 'internet required' error messages. Someone tell Nerissa...

DID YOU KNOW?

During the FinalHazard battle, you might notice Shadow sounds a bit different in the English dub. David Humphrey was unavailable to record some of the lines for the final fight, and as a result some of them are actually by Ryan Drummond, doing his best Shadow impression!

SONIC ADVENTURE 2

CONTINUED FROM PREVIOUS PAGE

ESSENTIALS CONTINUED

RETRANSLATED HINTS

SANGLISH

Retranslates the original Japanese hints for the Treasure Hunting stage, meaning they should actually make a bit more sense.

CHAO WORLD EXTENDED

DARKYBENJI, EXANT

A huge array of improvements, quality of life features, and configurable options for the beloved Chao Garden portion of Adventure 2.

ENHANCED CHAO WORLD

SHADDATIC

Even more improvements, quality of life features and configurable options for the Chao Gardens. Works with Chao World Extended!

ROUGE'S EYE FIX

SONENIO

Fixes a bug with Rouge's eyes when she climbs from side-to-side.

HEDGEPANEL

SPEEPS

Tweaks for Sonic and Shadow, such as keeping momentum into a somersault.

AMY EYELINER FIX

SPEEPS

Fixes Amy's broken eyeliner on her Dreamcast model.

OPTIONAL

RETRANSLATED STORY -COMPLETE-

SANGLISH, WINDII

Retranslates literally everything from the Japanese dub - even adding subtitles for ingame lines! That said, if the amount of subtitles gets overbearing, just remove the dll line in the mod's mod.ini file.

BETTER RADAR

KELL, KESNOS

Imports Adventure 1's Emerald Radar into Adventure 2's Treasure Hunting. Makes them much quicker to beat, but also less annoying.

IMPROVED CHAO WAYPOINTS

MINDACOS

Allows Chao to explore more of the Chao Gardens on their own.

DREAMCAST CHARACTERS

END USER

Render Fix already has a toggle for Dreamcast character models, but this mod is still useful for more granular control, as well as options for Sonic's Trial model.

STORY MODE FEATURES IN STAGE SELECT

NAZOU1113

Plays Eggman's taunts in Crazy Gadget and Eternal Engine outside of Story.

REAL-TIME SKIN SELECTOR

SORA

Swap character skins with a custom menu ingame!

CODES

REDUCE SPINDASH DELAY

MAINMEMORY

Allows the spindash to start up quicker, while not being spammable like Adventure.

DID YOU KNOW?

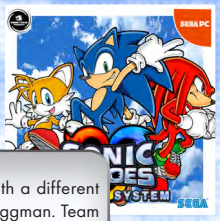
IGN reports from E3 2000 reporting seeing some very interesting Sonic Adventure 2 concept art, such as a 'big several eyed monster', and a 'very human-looking, floating angelic-good like chick (sic)'. The latter is particularly interesting - could it be referring to Maria?

SONIC HEROES

PC - 2004

CONFIGURATION

The PC version of Sonic Heroes will require a No-CD crack to run on modern platforms. SEGA actually officially published one for an Australia-only Sonic PC collection, so go for that. For loading mods, you'll want to use the very powerful and very confusing to set up Reloaded-II mod loader. That said, most of the mods here can actually be installed from within Reloaded-II itself, which is great! Mods without a link are available via the loader.



ABOUT

4 teams set out on an adventure, each with a different motivation. Team Sonic are out to stop Dr. Eggman. Team Dark want to find Eggman and get some answers on their past. Team Rose want to find Sonic, Chocola Chao, and Froggy. Team Chaotix want a paycheck. But an old rival is waiting...

ESSENTIALS

TONERR

SEWER56

Dynamic Memory Buffer for Sonic Heroes, allowing bigger files for mods.

CRI FILESYSTEM HOOK

SEWER56

Again, for bigger mod files, as well as faster startup times.

ESSENTIAL GRAPHICS

SEWER56

Adjustments to allow Sonic Heroes to look right on modern systems.

CONTROL HOOK

SEWER56

Provides support for custom inputs in mods, and includes companion mods to enable XInput support and custom mappings.

WIDESCREEN REVAMP

RAPHAEL DREW BOLTMAN

Adjusts the game to properly support widescreen.

4X GUI TEXTURES

TRIFORCE141

Upscaled HUD textures, that play nice with Widescreen Revamp and Character Visual Overhaul. Must be installed manually, follow the instructions!

CHARACTER VISUAL OVERHAUL

LUNAALEX64

High-quality textures, and removes the overly glossy appearance the models usually get stuck with.

SONIC HEROES FIXED EDITION

RAPHAELDREWBOLTMAN

A slew of fixes to bring Sonic Heroes closer to its Gamecube incarnation, and just generally fix a slew of bugs introduced in the PC version. Previously a collection of mods, now under one handy roof.

EXTENDED DRAW DISTANCE

SEWER56

Draws objects from further away. Handy to have.

LOD RING REMOVAL

DONUTSTOPGAMING

Removes the level-of-detail model for Rings.

OPTIONAL

HEROES UNDUB

THEGERSHON

Forces the game to use the Japanese dub. Admittedly Heroes' Japanese dub isn't actually too great, but I'll take it over all those Eggman's robots...

HEROES RE-TRANSLATED

TRACKER_TD

Retranslates cutscenes to match the JP script. It doesn't deal with in-stage dialogue, however. Another mod like this is in development, but apparently has a number of issues at the moment.

DID YOU KNOW?

If you let go of the analog stick while using a Power character's attacks, you won't slide all over the place. Knowing this improves Heroes considerably, all by itself, as weird as it feels releasing the stick while running just to throw an attack.

SONIC HEROES

CONTINUED FROM PREVIOUS PAGE

OPTIONAL CONTINUED

PHYSICS SWAP

SEWER56

Allows customising the game's physics. Fun to mess around with.

PHYSICS PRESET + STAGE FIXES

LUNAALEX64

A set of customised physics for use with the above mod, and stage edits to make sure they're still beatable. This used to be Essential - I couldn't bear playing Heroes with vanilla physics - but over time I've come to realise most of Heroes' issues are level-design related, or just jank that this mod doesn't necessarily fix - these physics just let you skip a lot of jank by virtue of being extremely overpowered.

HD RINGS

RAPHAEL DREW BOLTMAN, SOLOSLACKER, DONUTSTOPGAMING

Customise how the rings look! I make them look more like the SA1/SA2 rings. Includes LOD Ring Removal, so if you get this, you don't need that.

ENEMY RETEXTURES

REVERNIR

Higher quality textures for various enemies.

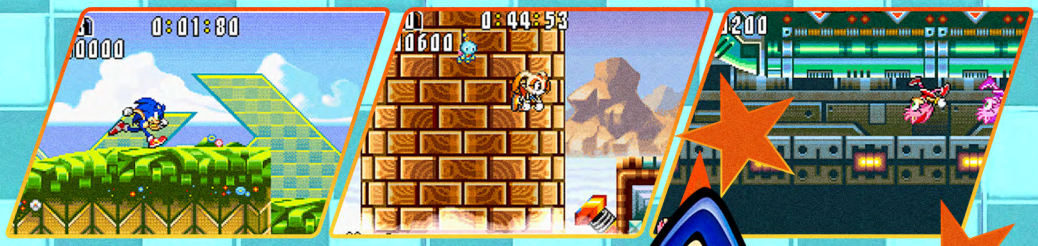
INDEPENDENT FLYING CHARACTERS

RYANBEVINSDEV

Allows flight characters to act independently of the others at will.

DID YOU KNOW?

One of the configuration arguments you can specify in Heroes' PC port is "Charmy_ShutUp 1". This mutes all non-subtitled voices - even the developers were sick of hearing that bee.



SONIC ADVANCE 2 SP

Sonic Advance 2, as you've never played it before!

A new, rebalanced version of the original game, Sonic Advance 2 Special offers expanded levels, and more ways to save the day from the nefarious Dr. Eggman!

Play as Sonic and his friends, including Cream the Rabbit, and show those robots who's boss!

GAME BOY ADVANCE

ASTRO MUSEUM SEGA SONIC TEAM Dimps

WELCOME TO THE GRAND PRIX

EW CHARACTERS : REBALANCED GAMEPLAY : NEW MUSIC : ONLINE COMMUNITY

SONIC RIDERS DX 2.0
ソニックライダーズDX

SHADOW THE HEDGEHOG

Gamecube/PS2/Xbox - 2005

CONFIGURATION

The Gamecube version of Shadow the Hedgehog is generally considered the most stable, and it's also what the main mod in this section is designed for. You can either use a real hardware solution, such as the SD Media Launcher or Optical Drive Emulator, or just use Dolphin (which is what I do).

ABOUT

Shadow the Hedgehog has amnesia. Suddenly, an army of aliens invades, and their leader offers Shadow the answers he's after. It's up to Shadow to choose whether to work with the aliens and destroy humanity, or repel them with Sonic and friends. Hero or Villain - you decide! Sort of!

ESSENTIALS

SHADOW RELOADED

LIMBLESSVECTOR, DREAMSYNTAX

The main mod for this section - and if you prefer the EN dub, the only one. Fixes bugs, make mission goals more reasonable (without being easy), and generally rebalances the game. Massively improves the experience!

OPTIONAL

JAPANESE IMPORT

LORENZO01

I only actually use the sound clips from this mod, nothing else. DreamSyntax has prepared a guide on integrating this mod with Reloaded, though they aren't actually designed to be compatible.

SHADOW KINDA RETRANSLATED

TRACKER_TD

Uses Windii's translated JP script during cutscenes. There's actually a complete translation mod for the game now - I just use this because I personally made some edits where the English phrasing felt a bit too literal.

DID YOU KNOW?

Despite the game being about discovering the truth behind Shadow's past, the only way to get a straight answer on what happened after Sonic Adventure 2 is to wait 9 minutes during the true final boss. Go figure.

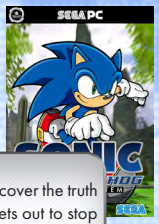
SONIC THE HEDGEHOG (2006)

Xbox 360 - 2006

CONFIGURATION

You can play the Xbox 360 version on PC, via the Xenia emulator, but you'll specifically want the Canary build. In Xenia's config.toml file, you'll want to add 'd3d12_clear_memory_page_state = true' to minimse graphical errors, and 'max_queued_frames = 16' to avoid audio delay. If graphical issues do crop up, pressing F5 usually fixes them - you can bind this to a button, too.

Use the 06 Mod Manager to load mods; you'll need to extract the ISO first. By default the mod loader uninstalls mods after every game exit, but you can disable this in the settings to avoid rebuilding the game every time you want to play it.



ABOUT

Dr. Eggman invades the nation of Soleanna, to discover the truth behind its legendary 'Flames of Disaster'. Sonic sets out to stop him and rescue Princess Elise. Meanwhile, Shadow sets off on an assignment for GUN, and newcomer Silver the Hedgehog seeks the 'Iblis Trigger' responsible for his destroyed futrure.

ESSENTIALS

LEGACY OF SOLARIS

LOST LEGACY

The main mod for this section. Implements a slew of fixes, cut content, and extra content into the game. Pretty essential stuff!

MACH SPEED ANIMATION

ULTIMATESIMBA

Makes Sonic use his mach speed running animation outside of those areas, rather than his odd-looking arms-splayed pose.

REMASTERED UI

HYPER

Higher resolution UI assets, along the lines of the HD GUI mods for the Sonic Adventure games.

DID YOU KNOW?

Sonic 06 has references to an enormous amount of unused content, including the ability to unlock music from past games, Super Sonic usable in action stages, and even Metal Sonic as an unlockable character! Oh, what could have been...

FIXED CUBEMAPS

LUIG

Fixed cubemap rendering issues, most notable in places such as Kingdom Valley's final section.

OPTIONAL

SONIC 06 RETRANSLATED

SHADERUNNER

Does what it says on the tin, using Windii's translation. Technically incompatible with Legacy of Solaris, but if load it at a higher priority than LoS this should work.

CODES

LEGACY OF SOLARIS CODES

VARIOUS

While the 06 Mod Loader has a slew of codes, Legacy of Solaris automatically loads a selection of them, and any beyond that may cause issues. Tread carefully.

NOTES

You might be surprised that this section doesn't just say "Play Project-06." For those unaware, Project 06 is an extremely impressive recreation of Sonic 06's action stages by ChaosX. While the controls and production values are a considerable step-up from the original Sonic 06, I don't think P-06 actually acts as a replacement for experiencing the original game, and as ChaosX has no plans to implement Story Mode, I don't think it ever will. That's not to say people shouldn't play it though - I just think there's actually genuine value in trying the original game first, before seeing how P-06 does things.

Currently, an Unleashed-esque recompilation of Sonic 2006, named 'Marathon', is in development. If you build it yourself, you can technically play it right now - but I'll be waiting until the developers consider it release-ready to use it here.

NOTES

It's been pointed out to me that this section is somewhat outdated at present, as newer modding frameworks such as Khronos have allowed new mods. I'm overdue a replay of Sonic 06 at this point, so once I do, I'll update with a fresh mod loadout - provided Marathon Recompiled doesn't beat me there first. For now, I recommend following the instructions for Legacy of Solaris, as they involve installing other mods like Khronos anyway.

SONIC TEAM PRESENTS

PHANTASY STAR ONLINE Blue Burst™

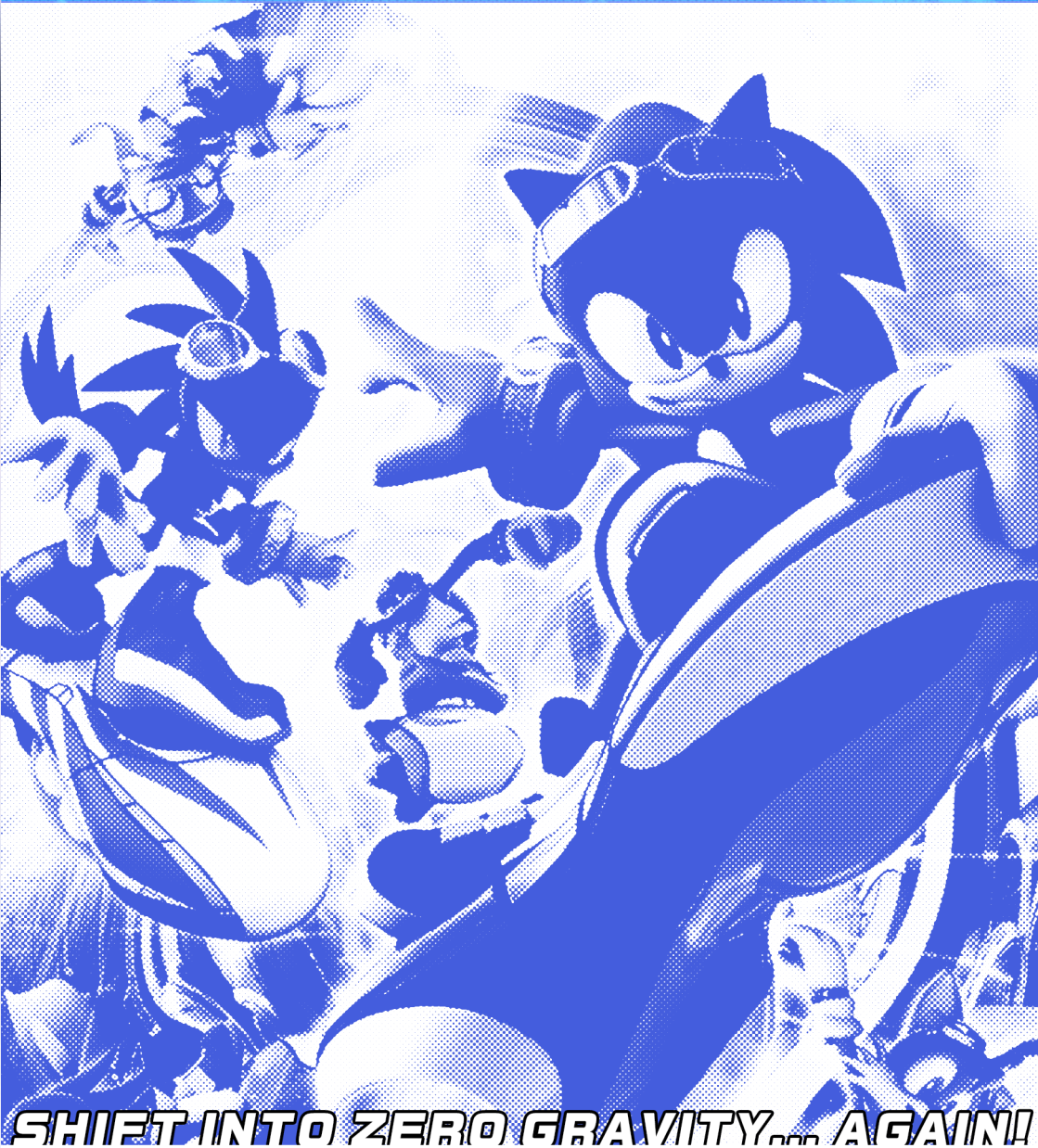
ファンタシースターオンライン ブルーバースト

Rexperience the beloved Online Action RPG!

Ephinea is a server for Phantasy Star Online: Blue Burst on PC. It offers a slew of quality of life adjustments, but ultimately aims to stay true to the fundamentals of the original game.

Meet up with other players in the lobby, head to the Pioneer 2 to prepare yourselves, and then set out for adventure on Ragol!

Ephinea
Tethealla official server



EXPERIENCE THE HI-SPEED, UPSIDE DOWN THRILLS OF SONIC RIDERS: ZERO GRAVITY, NOW REWORKED!

MECHANICS FROM THE ORIGINAL SONIC RIDERS RETURN! CHARGE JUMPS FROM RAMPS, BOOST PAST THE COMPETITION, AND DRIFT ROUND CORNERS WITH STYLE!

GO FOR NUMBER ONE, AND MASTER GRAVITY ITSELF!

SONIC RIDERS REGRAVITIFIED

THE MODERN ERA

- SONIC UNLEASHED
- SONIC COLOURS
- SONIC GENERATIONS
- SONIC LOST WORLD
- SONIC FORCES
- SONIC FRONTIERS
- SONIC SUPERSTARS

SONIC UNLEASHED

Xbox 360 - 2008

CONFIGURATION

Unbelievably, 17 years after it was first released, Sonic Unleashed finally has a native PC port... by fans, using static recompilation. It's mind-boggling just how impressive Unleashed Recompiled is - it has native support for Linux, higher framerates, and even an in-game options menu with graphics settings and a Werehog music toggle! On top of that, HedgeModManager supports it, with backwards compatibility for 360 ver mods.

You'll still need the Xbox 360 version of Unleashed, its title update, and the DLC files to get the port up and running, a la Sonic 3 A.I.R, but that's a small price to pay for Unleashed running natively on PC. The DLC technically isn't essential, but it adds better lighting to the base game, and avoids crashes in Unleashed Recompiled's 1.0 release.

ABOUT

Dr. Eggman cracks the world like an egg, to release the ancient god Dark Gaia. Sonic sets out to put the planet back together, but discovers that at night, he transforms into the fearsome Werehog!

ESSENTIALS

HOMING ATTACK ON JUMP

HYPER

Now built into the codes tab on HedgeModManager. Makes the game less cumbersome once the air boost is unlocked.

FOREIGN INPUT SYSTEM

KING GALACTIX

Adds to Werehog's combat, allowing move cancels and new combo routes, more consistent inputs, and more satisfying movement. Surprisingly this doesn't make the game a cakewalk though...

IMPROVED PROGRESSION

KINGGALACTIX

Makes various adjustments to the game's pacing to make for a smoother experience.

UNLEASHD

PUPSI

4K redraws of the game's UI - not AI upscaled, actually redrawn! Technically incomplete, but still very usable.

DID YOU KNOW?

Sonic Unleashed's human designs were handled by illustrator unit Gurihiru, whose work you may recognise from The Unbelievable Gwenpool and other Marvel Comics titles.

OPTIONAL IMPROVEMENTS

4EVERYONEHD

Various toggleable improvements, such as EXP adjustments and even restoring the final world map piece after beating the game. Satisfying.

FAITHFUL HD CHARACTERS

MATTCRAFTS, ZEROES_07

Updates character models to modern graphical standards, while maintaining the game's original artstyle.

HIGH-RESOLUTION TEXTURES

STARLIGHT, GABISHY

Implements higher-resolution textures from Unleashed's DLC and preview builds.

OPTIONAL

UNLEASHED RETRANSLATED

FARIS, WINDII

Retranslates the Japanese script, for use with the Japanese dub.

TORNADO STAGE SKIP

KING GALACTIX

Don't fancy mashing QTEs for five minutes? Well, here you go.

KORONE OUTFIT

M&M

The fact that this was technically the first recomp-specific mod to be made available brings me great joy.

FASTER FINAL BOSS

F1A

Makes the infamously sluggish Golem segments during Unleashed's final boss feel a little less like wading through molasses.

NOTES

Huge, huge props to the team behind Unleashed Recompiled. It's maybe the most impressive Sonic fan undertaking I've ever seen - especially given it apparently only took 6 months!

As a final note - HedgeModManager's 7.x version has trouble detecting SUR on Steam Deck. Use the Linux-native HMM 8 Beta instead.

SONIC COLOURS

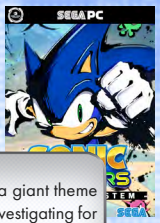
Wii - 2010 / PC - 2021

CONFIGURATION

Sonic Colours Ultimate is available on Steam and the Epic Games Launcher. You should really opt for the Steam version. This isn't because I hate Epic; Colours Ultimate legitimately runs considerably worse on Epic, due to a faulty debugger that's constantly running on the Epic version.

The game uses the HedgeModManager.

For an alternative to Colours Ultimate, see the next page.



ABOUT

Dr Eggman has changed his ways, and creates a giant theme park in space to apologise. It doesn't take much investigating for Sonic and Tails to discover it's cover for his latest scheme - and Sonic must use the power of aliens named Wisps to save the day.

ESSENTIALS

PROJECT RE-RAINBOW

TEAM RE-RAINBOW

A major overhaul for Sonic Colours Ultimate, fixing a variety of bugs, and providing a transformative rework of the visuals. Even includes redone cutscenes! It's currently in an early stage, so report any bugs to the developers!

GAMEPLAY & UI FIXES

HYPER, PTKAY, SAJID

Various fixes for broken UI elements, and also provides an option to restore Colours' original lives system, as opposed to the infinite lives and 'Tails Save' mechanic added in Ultimate.

OPTIONAL

WII STAGE LAYOUTS

RENAI

Restores stage layouts from the original Wii version, meaning no more clumsily tacked on Ghost Wisp. It'd be essential, but it appears to conflict slightly with Re-Rainbow; I noticed some minor lighting and object/texture differences when loading the two together. You might not notice though!

ACT RESTORATION

ECKSDII42

Attempts to restore the originally intended 2-Act structure of Sonic Colours, by combining the split apart acts into single levels.

COLOURS RETRANSLATED

FARIS, WINDII

You get the gist by now - accurate subtitles for using with the Japanese dub, translated by Windii.

NOTES

While Sonic Colours Ultimate with Re-Rainbow now makes for what I think may be the best way to experience Sonic Colours, it's also a tad more demanding due to relatively poor optimisation and some shader compilation issues. As such, I wanted to include my previous 'loadout' for playing Sonic Colours - via Dolphin, with a selection of mods specific to the Nintendo Wii version.

SONIC COLOURS DX

THREETHAN

Overhauls Colours Wii's graphics considerably, and also makes adjustments for 60fps support. Has an easy to use installer too!

BETTER COLOURS MATERIALS

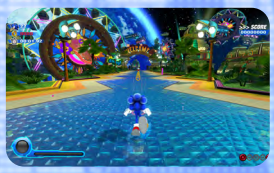
BLUWOLFBLITZ

Colours DX adds new materials for Sonic's model that don't seem to be implemented properly. Adding these files to the 'modded files' folder in DX's directory, then rebuilding the game, will allow using these nicer materials instead.

HI-RES HUD

TRIFORCE141

What it says on the tin. Colours DX technically includes this, but that version is outdated - so you'll want to place this over the one included with DX. You'll need an extra file for Xbox mappings, too.



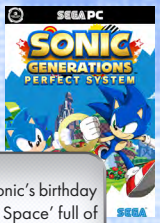
SONIC GENERATIONS

PC - 2011

CONFIGURATION

The original release of Sonic Generations on PC was delisted in 2024, due to Sonic x Shadow Generations. You can still grab it from the Ultimate Sonic Bundle on Steam, though.

Sonic Generations uses the HedgeModManager, as does basically every Sonic game going forward. The Mod Manager should find your Steam installation automatically.



ABOUT

A mysterious monster named the Time Eater ruins Sonic's birthday party, and him and his friends end up in a 'White Space' full of places and enemies from their past. And Sonic runs into himself - just looking a lot shorter and chubbier. Now the two Sonics must team up and restore time and space.

ESSENTIALS

BETTER FXPIPELINE

SKYTH

Improves on the game's FXPipeline renderer.

DIRECT3D 9 EX + D3D 11

SKYTH

Direct3D 9 EX fixes a slew of performance issues present in the game's Direct3D wrapper, and offers much better graphical options such as borderless windowed. Direct3D 11 does more on top, such as shader pre-compilation. I use both, as having D3D9EX enabled with D3D11 ensures mod compatibility.

FIX BROKEN MATERIALS

M&M

Fixes missing, incorrectly mapped or incorrectly animated materials.

WALL JUMP FIX

HARPER MARIE ROSE

Generations' PC version breaks the wall jump slide. This mod fixes it.

HI-RES HUD

JOETE

Recreates the game's HUD at double the resolution.

CLASSIC SONIC IMPROVEMENT

SHOWIN

Makes Classic Sonic play more like Classic Sonic, as well as giving him the Drop Dash from Mania. Lots of configurable options too!

HQ PRE-RENDERED CUTSCENES

MBECA

Replaces the jarringly low-res pre-rendered cutscenes with higher-resolution versions, taken from the PS3 port.

SEASIDE HILL ENHANCEMENTS

FRANK

Replaces enemies such as Spinners in Seaside Hill with Egg Flyers, since they were actually in Sonic Heroes. Mod was delisted - this is a mirror.

HD CLASSIC TAILS

SHOWIN

Classic Tails' ingame model looks a little... off, to me. This brightens his materials and makes him look less grey.

QUICK STEP FIX

MARIO TAINAKA

Restores the sound that's supposed to play when Sonic does the Quick Step.

OPTIONAL

PLANET WISP M4 LIGHTING

PYKOL

Uses the lighting from Planet Wisp's 4th Mission in the main stage. I just think it looks a lot nicer, honestly...

SONIC GENERATIONS

CONTINUED FROM PREVIOUS PAGE

OPTIONAL CONTINUED

SONIC GENERATIONS RE-TRANSLATED

TUNATUNERFISH

Implements Windii's translated Japanese script. Worth trying, because there's a few funny jokes that didn't make it into the English script.

FREE CAMERA

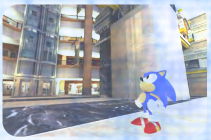
SKYTH

Basically adds a Photo Mode into the game, which I have way too much fun with.

UNLEASHED DRIFT

SKYTH

The Unleashed Drift just... looks cooler, y'know?



STARTUP LOGO REMOVAL

KORAMA

Boots the game straight to the title screen. Great for testing mods!

ADDITIVE HOMING ATTACK

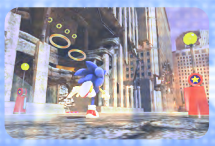
SAJID

Tap homing attack to bounce up off enemies, hold it to keep your momentum!

UNLEASHED PROJECT COMPLETE

THEKOLDKI

Play Sonic Unleashed's daytime stages in Sonic Generations!



CODES

RETAIN JUMP DASH VELOCITY

AHREMIC

Keeps momentum after a jump dash, rather than dropping like a rock.

DID YOU KNOW?

Character Design support for Sonic & The Secret Rings was handled by Cavia, the now-defunct studio responsible for NieR Replicant and Drakengard.

PER SECOND SUPER RING LOSS

BRIANNU, M&M

Makes Super Sonic lose rings every second like the classic games.

DISABLE BOOST FILTER

HYPER

What, you want to *hear* the music? C'mon now. Disables the boost music filter.

DISABLE ARTIFICIAL LOADING

HYPER

Disables Omochao Hints during Loading Screens, since they actually cause artificial loading times to occur to make them be readable.

EVERYTHING IN THE 'FIXES' SECTION

SKYTH, AHREMIC, N69, CHIMERA

All of the fixes in this section are handy - might as well switch them all on.

NOTES

While the Mod Manager does have a lot of configuration options baked into it, you might also want to grab the Configuration Tool rewrite by PTKay. It serves as a much nicer replacement for the pretty shoddy Config Tool included with Sonic Generations.

As of 2025, the HedgeModManager still doesn't have mod backwards compatibility - or even support in general - for the remastered version of Sonic Generations included in 2024's Sonic x Shadow Generations. As such, to use the mods found here you'll have to own the 2011 version of the game, which nowadays is only available via the Sonic Ultimate Bundle on Steam. Apparently support for the remaster is being worked on, but it's unclear how far-ranging it'll be.

DID YOU KNOW?

The 'Happy Birthday Sonic!' yell at the end of Sonic Generations' credits was recorded at Summer of Sonic 2011, in the UK (as well as Sonic Boom 2011 in the United States). So please rest easy, in the knowledge that Sonic Generations has a tiny bit of Tracker_TD in it.

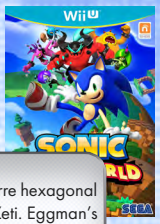
SONIC LOST WORLD

Wii U - 2013/PC -2015

CONFIGURATION

The best way to play Sonic Lost World is to simply **not play it.**

That being said, the Steam version alongside HedgeModManager is the way to go. If you absolutely must play it, that is.



ABOUT

Sonic and Tails crash-land on the Lost Hex, a bizarre hexagonal planet that's home to the Deadly Six - a race of Zeti. Eggman's attempts to control the Zeti go askew, and a truce is called between Sonic and the mad scientist as they try to put a stop to the Zeti's ambitions for world domination.

ESSENTIALS

DLC RESTORATION

DEATH

Restores the Nintendo-themed DLC stages from the Wii U version.

LOST WORLD ESSENTIALS

SKYTH, SAJID, DEATH

Various fixes and improvements, such as for depth-of-field and cubemaps.

LOST WORLD IMPROVEMENT

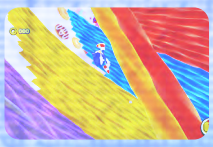
SHOWIN

Various adjustments for Lost World. Installation is a little convoluted for this - I personally use the included alternate patches that keeps the original level design and Zavok's original boss fight, and don't bother with the patched exe. The physics changes are dramatically overtuned, and I think they make the game considerably harder to play properly.

WII U FONT

cn

Restores the font used in the Wii U version.



DID YOU KNOW?

Sonic's first appearance in a SEGA game was actually Rad Mo- what? You already know this one? You've heard it a thousand times? Oh...

FLARE'S GUI TEXTURES

FLARE, COLAGUNNER

Much higher-res HUD graphics. That said, this mod does increase loading times pretty significantly, so you might opt to go without it.

FIXED SUPER SONIC

M&M

Fixes Super Sonic's lack of mouth-switching and also stops his quills getting broken by most animations.

OPTIONAL

GENERATIONS SONIC

M&M

If you hate shorter quills, you're in luck! I do generally prefer the Generations model to Lost World's, so this is handy.

LOST WORLD RETRANSLATED

STARMANGOLD, WINDII

Enables you to actually select the game's available language options (because you couldn't just do that for some reason). Switching to Japanese will also allow you to use retranslated subtitles from Windii.

CODES

EVERYTHING IN THE 'FIXES' SECTION

DEATH, SAJID, DARIO

Plenty of fixes for stuff like wall jumping, collision issues, and what not.

DISABLE MODEL SCALING

DEATH

Disables the scaling applied to Sonic's model during gameplay.

INFINITE BOUNCE ATTACKS

DEATH

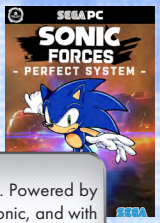
Allows you to bounce to your heart's content, like in Adventure 2.

SONIC FORCES

PC -2017

CONFIGURATION

Sonic Forces' Steam version supports - you guessed it - the HedgeModManager.



ABOUT

Dr. Eggman gains a new ally, Infinite the Jackal. Powered by the Phantom Ruby, Infinite makes short work of Sonic, and with him imprisoned on the Death Egg, Eggman soon takes over the world. Now it's up to Sonic's friends, Classic Sonic (who's here for some reason), and Your Original Character(!) to save the day.

ESSENTIALS

CLASSIC SONIC IMPROVEMENT

SHOWIN, CORNFLAKERUSH

Improvements to Classic Sonic, once again - but it also includes CFR's improvements to Modern Sonic, too! Sadly, the version of CFR's Modern tweaks included breaks the grinding animation slightly, but it's not super noticeable.

OVERCLOCKED SONIC

OVERCLOCKED TEAM

Implements Sonic's improved model and physics from the Sonic Forces Overclocked mod (see below) for use in the main game.

OPTIONAL

SONIC FORCES OVERCLOCKED

OVERCLOCKED TEAM

A fan-made continuation of Forces' story with insanely high production values, to the point this mod's arguably superior to the game it's built off. Definitely worth a shot after beating the original game.

FORCES RETRANSLATED

SCENIKEIGHT

You guessed it - implements Windii's translated Japanese script.

SONIC FORCES RE-IMAGINED

BRANDONJ

Reworks a bunch of levels to have more engaging level design and extra flourishes. Currently not fully compatible with the Classic Sonic Improvement mod without manually splicing the mods together in some form; but what is here is so high-quality, that if the mod is finished someday it may become Essential.

FREE CAMERA

SUPERSONIC16, CODENAMEGAMMA

Gives the game a de-facto Photo Mode!

CODES

360 DEGREE MOVEMENT

SKYTH

Allows Sonic to move in 360 degrees rather than 8 directions. Yes, you seriously need a mod for this. Bloody hell.

SMOOTH CAMERA

HYPER, AHREMIC

Replaces the game's linear camera interpolation with a smoother version.

DID YOU KNOW?

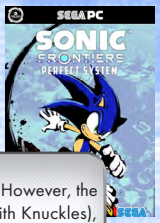
A purported early draft of Sonic Forces' script leaked online at some point, featuring annotations from someone dubbed 'AW'. Most of them ridicule the script for things Sonic fans would likely find stupid, and the script itself also mentions Infinite creating illusions of Mephiles, as he does the other villains.

SONIC FRONTIERS

PC - 2022

CONFIGURATION

Sonic Frontiers' Steam version once again supports the HedgeModManager.



ABOUT

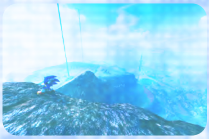
Sonic, Tails and Amy travel to the Starfall Islands. However, the latter two are trapped in Cyberspace (along with Knuckles), and Sonic is left to unravel the secrets of the island and its ties to the Chaos Emeralds - all whilst butting heads with Sage, an advanced AI in the form of a young girl.

ESSENTIALS

TRACKER PHYSICS

TRACKER_TD

There's a lot of physics mods for Frontiers. I use this one, because I made it.



KORONE COLLAB DLC

M&M, HYPER, BSF, SUPERSONIC16, CALOOSH

Enables the Inguami Korone DLC exclusive to certain Japanese pre-orders for the console versions. Go forth and claim yubis everywhere, or something.

SONIC'S KOCO EMOTE

M&M, HYPER, SUPERSONIC16, MEGAMI24, BREAKTHETARGETS

As with the above mod, enables an idle animation for Sonic that was previously exclusive to SEGA's Lucky Lottery as a prize.

NO CUTSCENE AFTER CHALLENGES

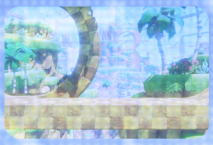
7YU7

Removes the small cutscene after every challenge, since it gets more than a little repetitive seeing it over and over again. Set Show Map in the mod's config to 'yes', or your completion percentage won't update after clearing challenges.

LESS ANNOYING COMBAT INPUTS

DATSQUISHYFELLO

Reworks some of the combat inputs to make them overlap less, so there's less chance of doing special moves by accident.



OUTFIT FIXES

M&M

Applies the Phantom Rush afterimages and Cyloop Aura to Sonic's DLC outfits, as well as giving Super Sonic support for all of them.

GRAPHICS ENHANCEMENT

JAV.WAV, NIKKMAN, TREPE

Massively configurable suite of graphical improvements for Frontiers, bringing it more in line with what you'd expect a current-gen Sonic game to look like.

GIGANTO FOG

LIGHTNINGWYVERN

Implements fog into Giganto arena, as described/seen in leaks of Frontiers.

BETA SUPER TRANSFORMATION

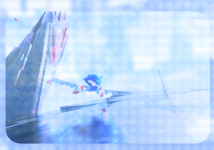
ASHRINDY

Restores the cooler looking Super transformation effect from leaked early footage.

SKY ISLAND OURANOS

INVALIDFILE

Adds Chaos Island's cloud layer to Ouranos, giving it a unique vibe and helping to hide the fact it's just the other half of Kronos Island.



LEGACY SPINDASH

WEEZLEY

Changes the unlockable Spin Dash to work more like the older games. May not play as nicely with the Cyber Space stages in Final Horizon.

OPTIONAL

SHINY SUPER SONIC

WEEZLEY

Changes Super Sonic's fur material to resemble Sonic Heroes' ultra-shiny version.

DREAM TEAM ANIMATIONS

ZEROES_07, MATT CRAFTS

Imports animations from Sonic Dream Team for iOS.

SONIC FRONTIERS REVISITED

REVISITED DEV TEAM

Major overhaul of the entire game. Currently only has a demo available.

SONIC FRONTIERS

CONTINUED FROM PREVIOUS PAGE

CODES

DISABLE RUNNING FALL

HYPER

Make Sonic always use his falling animation rather than running off ledges, classic-style.

HOMING ATTACK TRICK ANIMATIONS

HYPER

Sonic will use his trick animations after doing a homing attack.

DISABLE DROP DASH CAMERA DELAY

HYPER

Useful when using the Drop Dash on Slide code mentioned later.

DISABLE EVENT CAMERAS

HYPER

I disable the Jellyfish, Spin Charge and Super Sonic damage cameras.

SMOOTH CAMERA

AHREMIC

Replaces the linear camera interpolation with a nicer, smoother version.

EVERYTHING IN THE 'FIXES' SECTION

HYPER, WASIFBOOMZ, SAILS, DEATH, DUCKDEALER, AHREMIC, CHICO

So many bloody fixes.

DID YOU KNOW?

Sonic appears in the game SpikeOut, in the Astro Mall stage. Bizarrely, the art used was a mix of classic art, and entries to the contest to redesign Sonic for Sonic Adventure. Even Naoto Ohshima was baffled to see that art in the wild when I showed him it, years later...

SONIC SKILL TWEAKS

HYPER

The Sonic Skills section of the codes has several codes I use, including Dodge from Homing Shot, Disable Loop Kick on Slide, Disable Sonic Boom for Regular Objects, and Disable Spin Slash on Drop Dash.

DISABLE HIT STOP

HYPER

Disables the slow-motion effect after attacks. Hit Stop's fun... when it's done right.

STAY ON CLIMBABLE WALLS

WASIFBOOMZ

Prevents Sonic and Knuckles from detatching or sliding down climbable walls when hitting other walls or ceilings.

DISABLE LAVA INSTANT-DEATH

HYPER

Instead of drowning in lava, Sonic will bounce out of it, Mario 64 style.

HIDE STAR BEACONS

HYPER

Hides the blinding beacons that emit from stars during Starfall.

DISABLE SHADOW ANGLE LIMIT

HYPER, GAMINGLEROY

Shadows will now line up correctly with the sun and moon.

FORCE LIGHT SCATTERING + HI-RELFECTIONS

WASIFBOOMZ, ROBOWIL, HYPER

Forces light scattering to render, and forces higher detail reflections.

SONIC PHYSICS CODES

HYPER, WEEZLEY

Various codes to make Sonic feel a bit better to control. I use Disable Decelerate Collision, Reduced Homing Delay, Retain Horizontal Velocity from Jump, Retain Velocity from Enemy Bounce and Retain Velocity when Jumping Up Slopes.

SONIC SUPERSTARS

PC - 2023

CONFIGURATION

Sonic Superstars is built in Unity. As a result, it makes use of not one, but two different modloaders. BepinEX will inject code-based mods. Concursus will handle Asset mods.

ABOUT

Sonic and friends travel to yet another island - this time, the North Star Islands. But Dr. Eggman's already there, trying to piece together a legendary power said to reside on the island - and he's hired Fang the Hunter to keep Sonic at bay, with the clumsy Trip the Sungazer as their reluctant tour guide.

ESSENTIALS

ABILITIES MOD

WISTFULHOPES

Fixes stuff like Knuckles not being able to spin dash out of glide drop.

BIG RINGS GIVE 50 RINGS

DOOMAN

Once all Chaos Emeralds are collected, Big Rings will give 50 Rings, like in Sonic 3 and Sonic Mania.

COMIC BOOK SKINS

PMWOAHE

Missed the comic book skins? Or annoyed they missed out Eggman and Trip? Well, this mod's for you. SEGA should really just release them...

CANCEL EMERALD POWERS

DOOMAN

Allows cancelling Emerald Powers mid-use... like the game claims you can.

DOILUS SOUNDTRACK

CURATED BY THE DOILUS STAGE

Replaces some of the game's soundtrack with one that's easier on the ears. Curated by The Doilus Stage, one of the only the Discord servers I hang about in.

DISABLE CONTEXT-SENSITIVE PROMPTS

DOOMAN

Stops the game from pestering you about using Emerald Powers at certain times.

CAMERA MOD

DOOMAN

Allows setting a custom FOV for the camera. Would be Essential, but unfortunately causes some pretty severe bugs in Lagoon City Act 2.

SPINDASH FIX

DOOMAN

Makes the spindash work properly when playing the game at refresh rates above 60hz.

COMIC BOOK ADVENTURE

PMWOAHE

What, the comic skins aren't enough for you? Fine - then comic book skin *the entire game*, why don't you?

NOTES

In 2025, Sonic Superstars recieved an update that seemingly broke modloader integration, and triggers Denuvo's anti-tamper. It's easy enough to fix, if a bit of a hassle - just reinstall Concursus and BepinEX and mods will work again.

DID YOU KNOW?

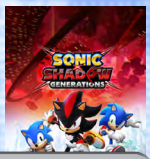
Christian Whitehead confirmed in an interview that the team behind Sonic Mania had prototyped a 2.5D Sonic title - however, it was not picked up by SEGA. Ideas used in the prototype would inform concepts in Superstars, such as switching between foreground and background areas of the stage, and even some badniks. All that we've seen of 'the unnamed sequel to Sonic Mania' is a single screenshot of The Outback Zone (themed after Whitehead's native Australia), and a song for said Zone by Tee Lopes.

SHADOW GENERATIONS

PC - 2024

CONFIGURATION

Shadow Generations' Steam version, yet again, uses the HedgeModManager.



ABOUT

Shadow the Hedgehog is caught in the time paradox caused by Sonic's encounter with the Time Eater. He must now face his own past, and defeat Black Doom - who is planning to use the time paradox to bring back the Black Arms.

ESSENTIALS

LOWER PITCH MEPHILES

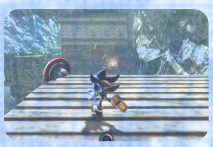
REALPREZ

Pitch-shifts Mephiles' EN voice clips down, which makes him sound dramatically more like his incarnation from Sonic 06.

ESSENTIAL SHADOW IMPROVEMENTS

LIMITLESSPOSSIBILITIES

Makes several adjustments to Shadow's model, materials, and whatnot; including removing the extremely overblown rim lighting, adding better textures, and optional animation replacements.



SUPPORTING ME (VOCALS)

NOBA141

Fixes the somewhat bizarre lack of vocals during the Biolizard's theme ingame.

OPTIONAL

ACCURATE JP SUBS

SUPERIORNAS, WINDII

If you don't know what this mod does at this point in the guide, then I have several questions. But yes - retranslates the JP script for use with the JP dub.

SOUND CONSISTENCIES

BATMANSONIC

Various tweaks to the audio, such as using the album version of Supporting Me during the Biolizard fight, and pitching-shifting Mephiles' EN voice to sound more like his Sonic 06 incarnation. Given it does what two of the Essential mods do, you'd think it too would be Essential - but it also makes some other, highly subjective music changes I don't entirely vibe with.

CODES

EVERYTHING IN THE 'FIXES' SECTION

HYPER

There's actually only one fix here at the moment, but it's worth having.

SMOOTH CAMERA

AHREMIC, HYPER

Works much like the Frontiers code of the same name.

DISABLE FLYING BOOST FALL

HYPER

Forces Shadow into the falling animation even if he's boosting off a ledge.

DISABLE DECELERATE COLLISION

HYPER

Disables the collision flag that kills all momentum when Shadow jumps.

TIGHTER JUMP ROTATION

HYPER

Allows more control when turning during a jump.

NOTES

You might think this section's pretty thin on the ground. The honest truth is that Shadow Generations is just remarkably solid - unlike other games, there's nothing that really jumps out at me as needing a major overhaul or anything like that. Props to Sonic Team!

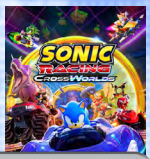
SEE YOU NEXT GAME!

SONIC RACING CROSSWORLDS

PC - 2025

CONFIGURATION

Sonic Racing Crossworlds is built in Unreal Engine, and as a result actually has native mod support! Mods can be added to SonicRacingCrossworlds/Union/Content/Paks/~mods, and will load on boot. There are several modloaders, but there's been controversy over the use of AI to program some of them - and I don't see the point in them given the native modloading works just fine.



ABOUT

Car tycoon King Dodonpa has organised the ultimate race; across land, sea and air, and with Extreme Gear in the mix to boot! Sonic and friends gear up for a race beyond even their own world... and also, SpongeBob is there. For some reason.

ESSENTIALS

ECHOES OF CROSSWORLDS

CLOUDNINJA

Replaces the ingame music with the higher quality versions from the game's soundtrack, and also has an option to use the 'no chant' versions for the Final Laps.

REFLECTION FIXES

ROBOWIL

Fixes broken reflection effects in Kraken Bay and Sky Road.

DLC CHARACTER VOICE MODS

VARIOUS

There's no shortage of mods to give the DLC characters voices - the only reason I'm not linking any specific ones here is because I use the JP dub, and I suspect a lot of people reading this guide don't, making the recommendations pointless. On the positive side of things, progress has been made with separating voice clips for characters who usually share sound effect banks, so that's cool!

RADICAL HIGHWAY BLIMP EDITS

WHYDOIEVENEXIST

Replaces the blimp textures in Radical Highway with a selection of those from Sonic Adventure 2, such as the SOAP ads.

ROUTE R... FOR NORTHSTAR ISLAND

TRACKER_TD

Re-themes Northstar Island into a Sonic R themed stage. Enjoy a whistlestop tour through the stages of Sonic's SEGA Saturn racing game!

PLANET WISP... FOR CRYSTAL MINE

DHEDGE

Re-themes Crystal Mine into Planet Wisp, which works so well you'll wonder if it was originally just going to *be* Planet Wisp anyway.

ZERO GRAVITY MAP ICONS

DEAD LINE

Replaces the render images used on the minimap with clean icons based on Zero Gravity's silhouette look. I also recommend this mod for the maps themselves.

VARIOUS CHARACTER MODS

SAITSU, HAISE SASAKI, NOVATEDD, THERMALDRILL125

While I'm not big on replacing characters with other characters (...yet), there have been some worthwhile mods to improve certain characters. I personally use P3R Joker, SA2 Rouge (yes), IDW Zavok, Classic NiGHTS. I'm definitely interested in looking into mods to replace the AI characters, though!

AI CLONE VOICES

DEAD LINE

Gives the AI clone racers actual voices (with a cyber filter), instead of that weird gibberish they usually use. Has JP support too!

VARIOUS STAGE EDITS

TRACKER_TD, BOVA_

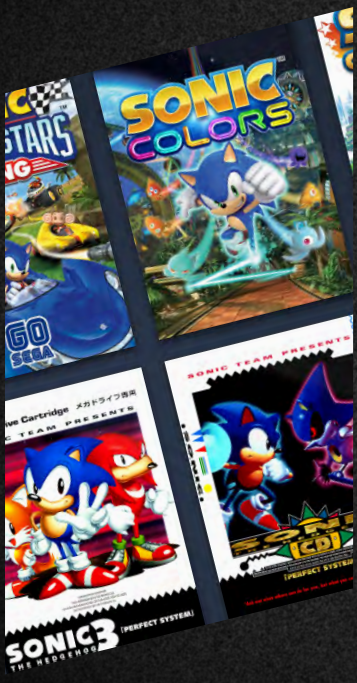
While not overhauls, there are a few mods to edit the look and feel of a stage. These includes bova_'s Apotos Night, and my own Egg Expo Night and Bikini Bottom Rev. TD. Give them a try!

NOTES

Crossworlds has seen a frankly staggering amount of mod support, due to the relative ease of modding Unreal Engine compared to a proprietary engine like HE - so have a look around and find some mods that look cool! This section will be updated in the future.

SEE YOU NEXT GAME!

CUSTOM SHORTCUTS



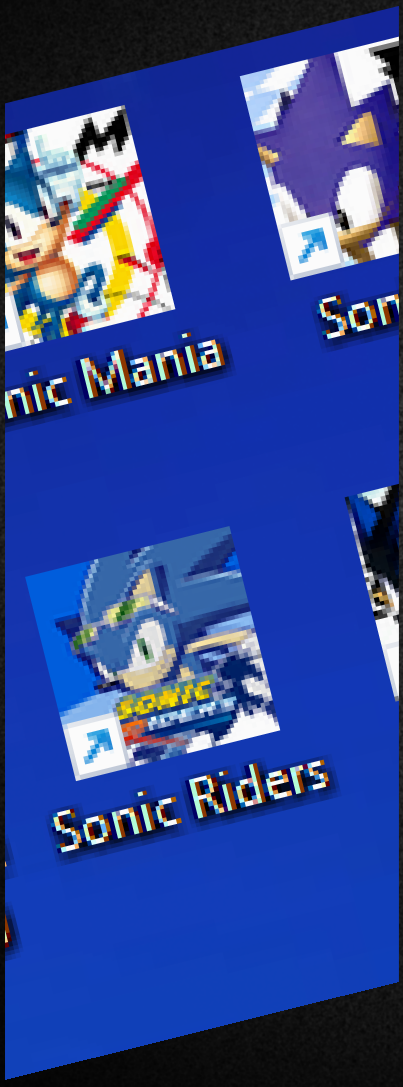
One thing that's handy is adding Steam shortcuts for launching these games, since a few of them aren't on Steam.

For the most part, it's easy - go to Add Non-Steam Game in the bottom left of the Library menu, and then add the exe file for the game you want. Then right-click its blank box art, and there's an option to add custom art for it. You can even add a custom banner and logo on its main game page - here's my personal Steam Grid collection.

This gets a bit more complicated with emulation, but not too much. Steam only lets you *select* .exe files when adding a non-Steam game, but you can actually make it launch anything, such as a shortcut. Dolphin can generate shortcut files to any game just by right-clicking them in Dolphin and selecting the option to - so if you add say, Dolphin.exe to Steam, then go into the game's Steam properties and rename it to the name of your Sonic Colours shortcut (i.e. "Sonic Colours DX.lnk), Steam will now launch Sonic Colours directly instead!

Steam is also starting to add custom name support, so you can even change 'Sonic Adventure DX' to 'Sonic Adventure'... ah, much better.

The original Perfect System guide actually inspired some folks to make their own 'Perfect System' covers that outdo my own! Check out Neptune13's SteamGridDB page for a huge selection of awesome cover art.

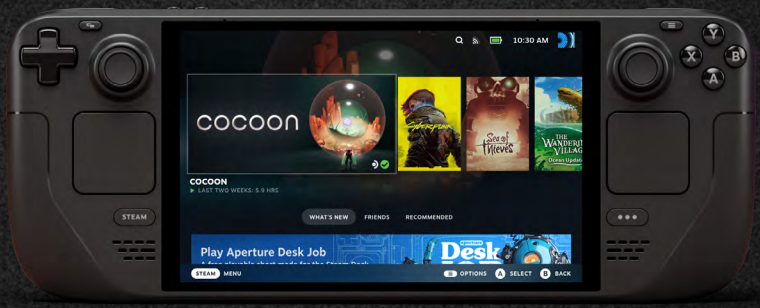


I also do a lot of icon replacement - I like everything to look neat and organised, so I made custom icons that mostly stick to 2D artwork, as shortcuts for my desktop.

In some cases, I've even replaced the icons for the game exes themselves - for example, Sonic 1 and 2's decompilations usually use a Retro Engine icon by default, since it's one program you can use with either game depending on the RSDK placed in the folder. I have two copies of the decompilation in separate folders, with the relevant RSDK alongside each. I then used Resource Hacker to replace the Retro Engine icon with one appropriate for the game I'm playing.

This doesn't always work sadly - I simply cannot seem to replace Sonic 3 A.I.R.'s icon on the taskbar no matter what I do - but it makes everything look a little more consistent.

You can find my icons here.


10:30 AM
cocoon
COCOON
LAST TWO WEEKS: 5.9 HRS
WHAT'S NEW
FRIENDS
RECOMMENDED
Play Aperture Desk Job
STEAM
MENU
OPTIONS
SELECT
BACK

STEAM DECK

Nowadays, the Steam Deck is a very popular machine for playing a wide array of games on the go - and the main reason I picked one up was for having modded Sonic games with me wherever I went. But the Steam Deck is a Linux-based machine, and as a result it's not always simple getting mods up and running on it.

Thankfully, my friend Will AKA TheRealYocow, made his own Sonic modding guide after the release of Perfect System V1, focused entirely on getting just about every Sonic game you can think of running on Steam Deck.

The guide above is very outdated at this point - for example, there is now a native Linux version of the HedgeModManger, the HMM 8 Beta - but some of the advice has been useful for getting other things up and running on the Deck, so I still recommend checking it out if you find yourself fumbling through things.

I will note that I did do a few things slightly differently to the guide - for example, I opt to use the Xbox 360 version of Sonic 06 via Xenia as I do on my main PC. I simply copied my 'custom build' of 06, after installing mods via the mod loader on my PC, to my Steam Deck. This avoids messing with the 06 Mod Loader on Steam Deck, where it struggles to work properly. In addition, Reloaded II (for Heroes) recently got a 1-click setup for Linux, which should make things far easier on that end.

Either way, the guide comes highly recommended by me. Give it a read, and enjoy Sonic games no matter where you are! It's certainly handy for train or plane journeys...

CONCLUSION

The guide is over, once again.

In recent years, I've definitely been less full-on in my Sonic modding ways. The only game I've actually modded in the last year is... Virtua Fighter 5, which is not a Sonic game. I'm certainly looking forward to Crossworlds, however! Who will I replace SpongeBob with, that is the question...

It always means a lot to me when people tell me how much they enjoyed this guide; even when they don't use the mod loadouts in question! I love the concept side of things like this - Perfect System is designed as a 'Criterion Collection' of Sonic, as though it is a collection you could buy of every Sonic game. This 'hypothetical collection' approach has probably caused some confusion - no YouTube, it's not a zip file of games and mods, that would be stupid - but I'm nothing if not committed to the bit.

The Black Label name this time around, to the shock of nobody, comes from CAVE's shmups using it.

I mean, my drink of choice is often whisky... but no, it's definitely just a CAVE nod.

I considered several names for the update, all of which probably oversell it given it's just a bit of cleanup to what was already there. Perfect System Special, Perfect System Rev. 25, Perfect System Homologation Special... the list goes on.

Last time I said I wasn't sure how active I'd be updating this guide, but I'd say once a year isn't an especially taxing target to meet.

Happy Sonic playing, everyone! I'll catch you on Sonic Racing Crossworlds!

Your pal,
Tracker_TD

SONIC™ PERFECT SYSTEM COLLECTION BLACK LABEL

SPECIAL THANKS

Halseeyon
Neptune13
RobotFaker
Cola64
The Doilus Stage

All Sonic Modders & Fan Game Developers
you rock like Crush 40!

SEGA & Sonic Team
for making Sonic games!

Technosoft
for making Thunder Force, and the original 'Perfect System' name.

Tsukumo Hyakutaro
for making the Thunder Force V soundtrack.

:: OTHER GAMES YOU SHOULD PLAY::

ESP RA.DE
Popful Mail
The Legend of Heroes: Trails in the Sky
Gurumin
Zwei II: The Ilvard Insurrection
Klonoa: Door to Phantomile
Ridge Racer Type 4
Daytona USA 2: Battle on the Edge
Power Drift
CottoN Rock 'n Roll
Fighting Vipers 2
Phantasy Star
Burning Rangers
Castlevania: Rondo of Blood
Castlevania: Symphony of the Night
Shinobi 2002
Alien Soldier
Gunstar Heroes
Gotta Protectors: The Cart of Darkness
Thunder Force IV
Cyber Troopers Virtual On: Oratorio Tangram
Dragon's Dogma
Hatsune Miku: Project DIVA MegaMix+
Numan Athletics
Illbleed
Fantasy Zone II: The Tears of Opa-Opa (System 16C)
Virtua Fighter 5: REVO/World Stage
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